RadioShack.

www.radioshack.com℠

900 MHz Digital Spread Spectrum Cordless Phone

with Dual Caller ID, Dual Keypad, and Speakerphone

Owner's Manual

Please read before using this equipment.

❒ *Important Information*

This phone has been tested and found to comply with all applicable UL and FCC standards.

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

	CAUTION	
⚡	RISK OF ELECTRIC SHOCK. DO NOT OPEN.	⚠

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICE-ABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

⚡ This symbol is intended to alert you to the presence of uninsulated dangerous voltage within the product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.

⚠ This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

IMPORTANT CALLER ID INFORMATION

To use the phone's Caller ID and Call Waiting with Caller ID features, you must be in an area where those services are available and you must subscribe to those services through your local phone company. Where Caller ID is offered, one or more options are generally available:

- caller's number only

- caller's name only

- caller's name and number.

READ THIS BEFORE INSTALLATION

We have designed your phone to conform to federal regulations, and you can connect it to most telephone lines. However, each phone (and each device, such as a telephone or answering machine) that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN. The REN is on the bottom of your phone.

If you use more than one phone or other device on the line, add up all of the RENs. If the total is more than five (or three in rural areas), your telephones might not ring. If ringer operation is impaired, remove a device from the line.

Your phone complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your telephone company. Both numbers are on the bottom of your phone.

Note: You must not connect your phone to:

- coin-operated systems

- party-line systems

- most electronic key telephone systems

Important:

- Cordless phones such as this one require AC power to operate. When the AC power is off, you cannot dial out or receive incoming calls using your phone. For this reason, the phone should not be your only telephone. To be safe, you should also have a phone that does not require AC power to operate (not a cordless phone) so you can still make and receive calls if there is an AC power failure.

- Some cordless phones operate at frequencies that might cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the base of the cordless phone should not be placed near or on top of a TV or VCR.

- Your cordless phone operates on standard radio frequencies, as allocated by the FCC. Even though your phone's access protection code prevents unauthorized use of your phone line, it is possible for other radio units operating on similar frequencies within a certain area to unintentionally intercept your conversations and/or cause interference. This possible lack of privacy can occur with any cordless phone.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

LIGHTNING

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

FCC STATEMENT

The phone complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- Reorient or relocate the receiving antenna.

- Increase the distance between the equipment and the radio or TV.

- Use outlets on different electrical circuits for the equipment and the radio or TV.

Consult your local RadioShack store if the problem still exists.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Read and understand all instructions.

2. Follow all warnings and instructions marked on the product.

3. Never install telephone wiring during a lightning storm.

4. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.

5. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.

6. Use caution when installing or modifying telephone lines.

7. Do not fix the AC power supply cord to building surfaces with metal fittings (If the product has an AC power cord).

8. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

9. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.

10. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.

11. Slots and openings in the cabinet and the back or bottom are provided for ventilation. To protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

12. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your local power company.

13. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be stepped on.

14. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.

15. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.

16. To reduce the risk of electric shock, do not disassemble this product. Take it to a qualified serviceman when service or repair work is required. Opening or removing covers may expose you to dangerous voltage or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.

17. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

    • When the power cord plug is damaged or frayed.

- If liquid has been spilled into the product.

- If the product has been exposed to rain or water.

- If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions because improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.

- If the product has been dropped or the cabinet has been damaged.

- If the product exhibits a distinct change in performance.

18. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

19. Do not use the telephone to report a gas leak in the vicinity of the leak.

BATTERY SAFETY INSTRUCTIONS

CAUTION: TO REDUCE THE RISK OF FIRE OR INJURY, READ AND FOLLOW THESE INSTRUCTIONS.

1. Use only the appropriate type and size of battery pack specified in the instruction manual provided for this product.

2. Do not dispose of the battery pack in a fire. The cell may explode. Check with local codes for possible special disposal instructions.

3. Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.

4. Exercise care in handling the battery pack in order not to short it with conducting materials such as rings, bracelets, and keys. The battery or conductor may overheat and cause burns.

5. Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in this owner's manual.

6. Observe proper polarity orientation between the battery pack and the battery charger.

SAVE THESE INSTRUCTIONS

☐ *Contents*

☐ *Features*

Your RadioShack Digital 900 MHz Dual Keypad Cordless Speakerphone operates on the 900 MHz band, which means less interference, clearer sound, and greater range than 46/49 MHz cordless telephones. The Caller ID records each caller's telephone number (and name, if available in your area) and the date and time of the call. If you subscribe to Call Waiting with Caller ID service, your phone shows you the incoming caller information, even when you are already on the phone.

Your phone's feature's include:

Dual Keypad — let you use the keypad on the base or on the handset to make and answer calls or program the phone's features.

Speakerphone — lets you hold a conversation handsfree from the base intercom speaker.

30-Number Memory Dialing — lets you store 30 numbers in memory (20 in the handset, 10 in the base) for easy dialing.

Caller ID Memory — stores up to 50 Caller ID records on the handset.

Dual Displays — lets you view a Caller ID record on the handset or base display.

Two-Way Intercom/Paging System — lets you send a signal from the base to the handset, or from the handset to the base, to locate the handset or page someone using it away from the base. If someone answers the page, you can use the phone as an intercom and speak to the person on the handset.

20 Channels — automatically selects a clear channel when you make or answer a call. You can also manually change channels during a call.

Headset Jack — lets you connect an optional headset for handsfree convenience.

Volume Controls — let you adjust the volume you hear through the handset and speakerphone.

Ringer Volume Control — lets you select from four ringer tone/volume settings or turn it off on the handset. On the base you can select high or low ringer, or turn the ringer off.

Security Access-Protection Code —helps prevent other cordless phone users from using your phone line while the handset is off the base.

Long Battery Life — the supplied battery pack (when fully charged) provides about 6 hours of talk time or 7 days of standby time.

Auto Talk — you can set the phone so you can answer a call simply by lifting the handset from the base.

Any Key Answer — you can set the phone so you can press any key to answer a call when the handset is away from the base.

Redial — lets you quickly redial any of the last three numbers dialed on the handset. You can also redial the last number you dialed on the base.

Hearing-Aid Compatibility — lets you use your phone with hearing aids that have a T (telephone) switch.

Facedown/Faceup Handset Charging — you can charge the handset on the base facedown or faceup.

☐ *Installation*

Note: The base's display is protected during shipment by a piece of film. Carefully peel off this film before using your phone for the first time.

MOUNTING THE PHONE

You can place the phone's base on a desk or table, mount it on a standard wall plate, or mount it directly on a wall.

Choose a location that is:

- near an AC outlet

- near a modular telephone line jack

- out of the way of normal activities

- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors

- away from other cordless phones

The base's location affects the phone's range. If you have a choice of several locations, try each to see which provides the best performance.

Cautions:

⚠ You must use a Class 2 power source that supplies 9V AC and delivers at least 350 mA. Its center tip must be set to positive and its plug must fit the phone's **DC IN 9V** jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the phone or the adapter.

- Always connect the AC adapter to the phone before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the phone.

Your telephone connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters (available at your local RadioShack store), or have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of *FCC Rules*.

Note: The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

On a Desktop

1. Insert the bracket's tabs into the base's upper tab slots, then press down on the bracket's clips and insert them into the clip slots.
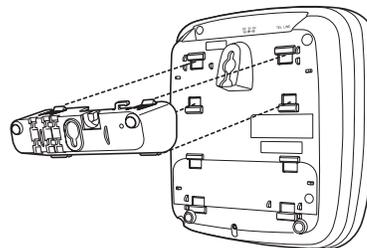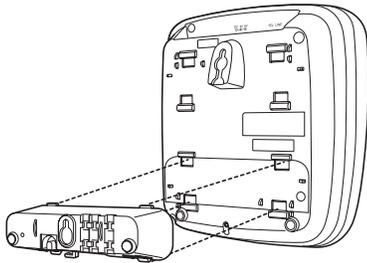

2. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base and route the cord through the strain relief hook on the bracket.

3. Plug the modular cord's other end into a modular telephone line jack.

4. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base.

5. Route the adapter's cord through the strain relief slot on the bottom of the bracket.

6. Plug the adapter into a standard AC outlet.

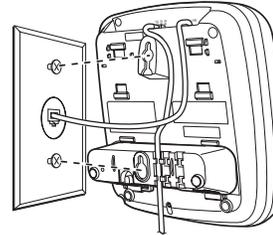7. Lift the base's antenna to a vertical position.

On a Wall Plate or Wall

1. Insert the bracket's tabs into the base's lower tab slots, then press down on the bracket's clips and insert them into the clip slots.

2. Plug one end of the supplied short modular cord into the **TEL LINE** jack on the back of the base.

3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack.

4. Route the adapter cord through the groove on the bracket.

5. Plug the modular cord's other end into the wall plate jack, then align the bracket's keyhole slots with the wall plate studs and slide the phone downward to secure it.

6. Plug the adapter into a standard AC outlet.

7. Lift the base's antenna to a vertical position.

Note: To mount the phone directly on a wall, you need two screws (not supplied) with heads that fit into the keyhole slots on the bottom of the base.

Follow the steps under "On a Wall Plate or Wall," then apply these additional instructions.

1. Drill two holes $3^{15}/_{16}$ inches (100 mm) apart. Then thread a screw into each hole, letting the heads extend about $^1/_8$ inch (3 mm) from the wall.

2. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base and route the adapter cable and modular cords through the grooves on the bracket.

3. Align the bracket's keyhole slots with the mounting screws and slide the phone downward to secure it.
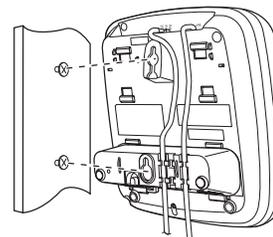
CONNECTING, CHARGING, AND REPLACING THE BATTERY PACK

The phone comes with a rechargeable nickel-cadmium (Ni-Cd) battery pack in the handset. Before using your phone, you must connect the battery pack, then charge it for about 24 hours.

1. Press down and slide off the battery pack compartment cover.

2. Lift the battery pack out of the compartment.

3. Plug the battery pack's connector into the socket in the compartment, (the connector fits only one way), replace the battery pack, and replace the cover.

To charge the battery pack, place the handset either faceup or facedown on the base.

The CHARGE/IN USE indicator on the base lights and Total:00 appears.

Important: Be sure the battery pack is properly connected before you try to charge it. The CHARGE/IN USE indicator lights when the handset is on the base even if the battery pack is not properly connected.

Recharge the battery pack when Low Battery flashes.

Notes:

• When you first use the phone after charging or recharging the battery pack, the phone might not work and you might hear a beep when you press **TALK**. Return the handset to the base for about 5 seconds to reset the security access-protection code.

• If the handset or the base loses power, the security access-protection code might be lost. To reset the code, return the handset to the base for about 5 seconds.

• Using a pencil eraser, clean the charging contacts on the handset and base about once a month.

• If the battery pack becomes weak during a call, the handset beeps every 3 seconds and Low Battery flashes. When this happens, you cannot make a call until you recharge the battery pack.

• About once a month, fully discharge the battery by keeping the handset off the base until Low Battery flashes. Otherwise, the battery pack loses its ability to fully recharge.

• If the display is blank and the phone does not work, recharge the battery pack. (The battery power might be too low to light the display.)

• If you are not going to use your phone for an extended period of time, disconnect the battery pack. This increases the battery pack's usable life.

The supplied battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6-volt, 600 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through your local RadioShack store. Install the new battery pack and charge it for about 24 hours.

Note: To avoid losing information stored in memory, replace the battery within 2 minutes.

Warning: Dispose of the old battery pack promptly and properly. Do not burn or bury it (see "Battery Safety Instructions" on Page 5 for additional information on proper battery handling).

If you have trouble replacing the battery pack, take the phone to your local RadioShack store for assistance.

Important: The EPA certified RBRC® Battery Recycling Seal on the nickel-cadmium (Ni-Cd) battery indicates RadioShack is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful life, when taken out of service in the United States or Canada. The RBRC program provides a convenient alternative to placing used Ni-Cd batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-THE-SHACK (1-800-843-7422) for information on Ni-Cd battery recycling and disposal bans/restrictions in your area. RadioShack's involvement in this program is part of the company's commitment to preserving our environment and conserving our natural resources.

SETTING THE DIALING MODE

Your phone comes set for tone dialing. If you have pulse service, you need to change the dialing mode. If you are not sure which type of service you have, do this test.

Press **SPEAKER** and listen for a dial tone. Press any number other than **0**.

Note: If your phone system requires that you dial an access code (9, for example) before you dial an outside number, do not press the access code either.

If the dial tone stops, you have touch-tone service. If the dial tone continues, you have pulse service.

To set the dial mode, press **SPEAKER** to hang up the phone if necessary, then hold down **FLASH** on the base until the phone beeps and **Dial Mode:** and the current dialing mode, **Tone** or **Pulse**, appear. Then press **#** to

set to pulse mode or ***** to set to tone mode. The phone beeps and displays **Pulse Dialing** or **Tone Dialing**, then the display clears.

Note: The phone exits the setting mode if a call or page is received, or if you press **TALK** on the handset or any key on the base.

SETTING THE RINGER TONE/VOLUME

You can select one of four different ringer tone/volume settings on the handset. At any time, except during a call or while reviewing Caller ID records, repeatedly press **VOL/CID** ▲ or ▼ to select the desired ringer setting. Each time you press a button, the phone rings at the selected setting and the display shows **Ringer A High**, **Ringer A Low**, **Ringer B High**, or **Ringer B Low**.

You can also turn off the ringer. At any time, except during a call, press and hold **VOL/CID** ▼ until the phone beeps and the display shows **Ringer Off**. When you place the handset face up on the base, **<Ringer Off>** appears.

You can still make or receive a call even when the ringer is set to off. When you have an incoming call, the phone connected to the same line rings, and **Incoming Call** appears.

To turn the ringer back on, simply press **VOL/CID** ▲ or ▼ ; the ringer is set to **Ringer A High**.

To set the base's ringer volume, at any time except during a call, repeatedly press **RING** on the base until you get the desired setting – **Ringer High**, **Ringer Low**, or **Ringer Off** appears. When you turn off the ringer. **<Ringer Off>** remains on the display.

Note: When you set the base's ringer off, the base (and the handset if it is on the base) does not ring but another phone connected to the same line rings and **Incoming Call** appears. If the handset is away from the base,

the handset also rings (unless you set the handset's ringer to off).

TURNING AUTO TALK ON/ OFF

Your phone is preset so you must press **TALK** when you lift the handset from the base to answer a call. With auto talk turned on, you can answer a call by just lifting the handset from the base. If the handset is away from the base, you can answer by pressing any key.

Follow these steps to turn auto talk on or off.

1. Lift the handset and press **MENU**. A menu appears with **Auto Talk** selected.

2. Press **SELECT/INTCM** to change the auto talk setting. **On** or **Off** appears indicating the selected setting.

3. Return the handset to the base or press **MENU** to store the new setting.

TURNING CALLER ID/CALL WAITING ON/OFF

If you subscribe to Call Waiting with Caller ID service, you can set the phone to show Caller ID information for an incoming call even while you are using the phone.

Follow these steps to turn the Caller ID/Call Waiting feature on or off.

1. Lift the handset and press **MENU**. A menu appears with **Auto Talk** selected.

2. Press **2** or **VOL/CID** ▼ to select **CIDCW** (Caller ID/Call Waiting).

3. Press **SELECT/INTCM** to change the Caller ID/Call Waiting setting. **On**, **Off**, or **Opt** appears.

4. Press **MENU** then return the handset to the base to store the new setting.

With the Opt setting, you can use the advanced Caller ID/Call Waiting options. See "Call Waiting Options Service" on Page 21.

STORING YOUR AREA CODE

You can store your local area code in the phone's Caller ID record so it does not show the area code if the received call is from your local area. If for some reason you need to dial the area code (or store in the memory), you can add it afterwards. See "Adding/Deleting the Area Code" on Page 23.

Note: If your calling area requires 10-digit dialing including area code, do not enter the area code but leave this option blank.

Follow these steps to store your area code.

1. Lift the handset and press **MENU**.

2. Press **3** or **VOL/CID** ▼ twice to select **Area Code**.

3. Press **SELECT/INTCM**, then enter your three-digit area code. If you make a mistake, repeatedly press ◀ **REDIAL** or **FLASH** ▶ to move the cursor over the incorrect digit, then enter the correct number.

   Note: If an area code is already stored, it appears on the display. To delete the area code, press **DELETE/CH** three times. Then enter your area code. Or you can use ◀ **REDIAL** or **FLASH** ▶ to move the cursor and edit the area code.

4. Press **SELECT/INTCM** to store the area code, then press **MENU** or return the handset to the base to clear the display.

❒ *Operation*

Note: To use the speakerphone, you must use the base keypad; to use the handset, you must use the handset keypad.

MAKING A CALL

Using the Handset

To make a call, lift the handset and press **TALK**. Talk and current volume setting appear on the handset's display. Handset in Use appears on the base's display and CHARGE/IN USE lights. Dial the number. You see the number as you dial, then (after a few seconds) the call's elapsed time.

Note: You can also dial the number before you press **TALK**. If you make a mistake, repeatedly press **DELETE/CH** to erase each digit up to the wrong entry, then enter the correct number. You can also press and hold **DELETE/CH** for more than one second to delete the entire number.

To end a call, place the handset on the base or press **TALK**.

Using the Speakerphone

To make or answer a call using the speakerphone, simply press **SPEAKER**. Speaker appears on the base's display. Use the base's keypad to dial the number. You see the number as you dial, then (after a few seconds) the call's elapsed time.

Note: You can also dial the number before you press **SPEAKER**. If you make a mistake, repeatedly press **MUTE/DELETE** to erase each digit up to the wrong entry, then enter the correct number. You can also press and hold **MUTE/DELETE** for more than one second to delete the entire number.

To end a speakerphone call, press **SPEAKER** again.

RECEIVING A CALL

When the phone receives a call, Incoming Call appears. If you subscribe to Caller ID service from your telephone company, the number and name (if available) also appear.

To answer the call using the handset, lift the handset off the base and press **TALK**. If auto talk is on, just lift the handset or press any key on the handset. To answer a call using the speakerphone, press **SPEAKER**.

ADJUSTING THE VOLUME

To adjust the volume you hear through the handset during a call, press **VOL/CID** ▲ to increase or ▼ to decrease the volume. Volume Maximum, Volume High, Volume Medium, or Volume Low appears.

To adjust the speakerphone's volume, press **VOL** ▲ or ▼ on the base. The display shows a bar graph of the volume level.

Note: If you press ▲ while the volume is at the maximum or press ▼ while the volume is low, the setting does not change and the phone beeps three times.

SELECTING THE CHANNEL

The phone scans 20 channels (frequency pairs used between the base and the handset) and automatically selects a clear channel each time you make or receive a call. If you hear other conversations or excessive noise during a call, press **DELETE/CH** to select a different channel. Scanning appears.

Note: If the handset is too far from the base, the channel might not change and you hear

an error beep. Move closer to the base and try again.

USING MUTE

To talk to someone in the room while using the speakerphone without the person on the other end of the phone line hearing your conversation, press **MUTE/DELETE** on the base. Mute appears on the base's display.

Press **MUTE/DELETE** again to resume your phone conversation.

Note: When you talk over the speakerphone, the party that speaks first has priority. If you are making a call in a noisy environment, the phone might pick up the noise and assume you are still communicating, thus not switching back to the person you are speaking with. If this should happen, press **MUTE/DELETE** so the noise will not be picked up by the phone's microphone. Press **MUTE/DELETE** or **SPEAKER** to release when it is your turn to speak.

SWITCHING BETWEEN THE HANDSET AND THE SPEAKERPHONE

To switch to the speakerphone while you are using the handset, press **SPEAKER** on the base. When you hear the conversation on the speakerphone, press **TALK** on the handset.

To switch to the handset while you are using the speakerphone, lift the handset off the base. If the handset is away from the base, press **TALK**, then press **SPEAKER**.

USING BOTH THE HANDSET AND THE SPEAKERPHONE

If someone else is using the speakerphone, press **TALK** on the handset to join the conversation. If someone else is using the handset, press **SPEAKER** on the base to join the

conversation. Conference appears on the base's display and CHARGE/IN USE lights.

During the call, one person can hang up and let the call continue at the other keypad. Or, both people can hang up to end the call.

Note: If you hear a high-pitched noise from the base's speaker, the handset and the base are too close together.

USING FLASH

Flash performs the electronic equivalent of a switchhook operation for special services, such as Call Waiting. For example, if you have Call Waiting, press **FLASH** to answer an incoming call without disconnecting the current call. Press **FLASH** again to return to the first call.

Note: If you do not have any special phone services, pressing **FLASH** might disconnect the current call.

USING REDIAL

To quickly dial any of the last three numbers dialed on the handset, lift the handset and press **REDIAL**. The last number dialed on the handset appears below <Redial 1>. Press **REDIAL** repeatedly until the desired number appears on the display, then press **TALK**.

To dial the last number dialed on the base, press **REDIAL/PAUSE** on the base. The last number dialed on the base appears on the base's display. Then press **SPEAKER**. You can redial only the last number dialed on the base.

Notes:

- The redial memory is separate for each keypad. You cannot redial a number you dialed on the handset keypad using **REDIAL** on the base, and vice versa.

- The redial memory holds up to 32 digits, so you can redial any long-distance number as well as local numbers.

- The redial memory also holds pause entries (see "Entering a Pause" on Page 19).

USING TONE SERVICES ON A PULSE LINE

Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these special tone services.

Dial the service's main number. When the service answers, press **TONE/∗**. Any additional numbers you dial are sent as tone signals.

When you hang up, the phone automatically resets to pulse dialing.

USING PAGE/INTERCOM

You can use the phone as a two-way pager and intercom between the base and the handset. This is useful if the handset is away from the base and you want to locate it, or if you want to converse with someone through the intercom.

To page the base from the handset, press **SELECT/INTCM**. The base and handset ring. **Paging** appears on the base's display and **Paging Base** appears on the handset's display. Press **SPEAKER** or **INTCM** on the base to answer the page. Both displays change to **Intercom**.

To page the handset from the base, press **INTCM**. The handset and base ring. **Paging Handset** appears on the base's display and **Paging** appears on the handset's display. Press **TALK** or **SELECT/INTCM** on the handset to answer the page. Both displays change to **Intercom**.

In either case, if the called party does not answer within 1 minute, the paging stops. Press **SELECT/INTCM** or **INTCM** again to restart paging.

To end an intercom call, press **TALK** on the handset, press **SPEAKER** on the base, or hang up the handset.

If a call comes in during an intercom conversation, only the base rings (even if it is set to Ringer Off), but the person at the handset can also hear the ring through the intercom. Either person can answer the call by pressing **TALK** or **SPEAKER** once to end the intercom call, then pressing **TALK** or **SPEAKER** again to answer the call.

Note: The intercom does not operate if the party being paged is already on a call.

TRANSFERRING A CALL BETWEEN THE HANDSET AND THE BASE

You can use the phone's intercom feature to transfer a call between the handset and the base for a three-way conversation.

To transfer a call from the handset to the base, press **SELECT/INTCM**. The call is placed on hold, CHARGE/IN USE blinks and **Hold** and **Paging** appear at the base, and **Hold** and **Paging Base** appear on the handset's display. When the person at the base answers and the display changes to **Hold** and **Intercom**, press **TALK**. The call is released from hold and transferred to the base. To bring the handset back into the conversation for a three-way conference, press **TALK** again.

To transfer a call from the base to the handset, press **INTCM**. The call is placed on hold, CHARGE/IN USE blinks and **Hold** and **Paging Handset** appear at the base, and **Hold** and **Paging** appear on the handset's display. When the person with the handset answers and the display changes to **Hold** and **Intercom**,

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Operation

press **SPEAKER**. The call is released from hold and transferred to the handset and the display changes to Handset in Use. To bring the base back into the conversation for a three-way conference, press **SPEAKER** again.

OUT OF RANGE

If you have the handset out of the base's range while a call is in progress, noise increases. Return to the base's range within 30 seconds, then you can resume your phone conversation.

If you keep the handset out of the base's range for 30 seconds or more, the call is disconnected. However if you are in 3-way conference call, the speakerphone call remains connected.

USING A HEADSET

You can talk with handsfree convenience using an optional headset that has a $^3/_{32}$-inch (2.5-mm) plug. Your local RadioShack store has a variety of suitable headsets to chose from.

To connect the headset, open the rubber cover on the side of the handset, then insert the headset's plug into the jack.

Notes:

- Connecting a headset disconnects the handset's earpiece and microphone.

- **VOL/CID** ▲ or ▼ on the handset also controls the connected headset's volume.

- If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.

With a headset connected, you can make or answer calls as usual using the keys on the handset. You can also make or answer calls by pressing the **SPEAKER** button located on the base.

You can use a handset holder (available from your local RadioShack store) to hang the handset on your belt for greater convenience.

When you finish using the headset, disconnect it from the handset and close the rubber cover to protect the jack.

MEMORY DIALING

You can store up to 20 numbers in the handset's memory and 10 in the base's memory, then dial a stored number by pressing a memory location number. You can also store a name with each number in the handset's memory.

Each number you store can be up to 20 digits long, and each name can be up to 13 characters.

You cannot dial a number stored in one memory location (the base or the handset) using the keypad on the other.

Storing a Name and Number in the Handset's Memory

When you are storing a number in memory, the phone beeps and exits the storing process if you wait more than 20 seconds between each keypress.

Note: If you receive a call during memory entry, the phone exits the storing process.

Follow these steps to store a number and name in the handset.

1. Lift the handset.

2. Hold down **MEM** until 𝕸𝖊𝖒𝖔𝖗𝖞 𝕾𝖙𝖔𝖗𝖊 and a list of memory location numbers (and names, if any) appear.

3. Select an empty memory location (or the one you want to replace) by using **VOL/ CID** ▲ or ▼ to scroll through the list or entering the location number (01–20). Precede a single-digit number with a 0 (01, for example).

   Note: If the phone sounds five quick beeps, you have made an entry error and the number was not stored. Reenter the location number correctly.

4. Press **SELECT/INTCM**. 𝕾𝖙𝖔𝖗𝖊 𝕹𝖆𝖒𝖊 appears. If you do not want to enter a name, skip to Step 6.

5. To enter a name, use the number keys.

   Refer to the letters on the number keys to select the desired letter. Press the key once for the first letter in the upper case, press twice for the second letter in the upper case, and so on. To enter the lower case letter, press four times (or five times) to display the first letter in lower case, five or six times for the second letter, and so on.

   For example, to enter John: press **5** once; upper case **J** appears. Then press **6** six times; lower case **o** appears. Press **4** five times; lower case **h** appears. Finally, press **6** five times; lower case **n** appears.

   To enter two letters from the same key in a row, press **FLASH** ▶ to move the cursor to the next position. For example to enter AB, press **2**; **A** appears. Then press **FLASH** ▶ , the cursor moves to the

next position, then press **2** twice so **B** appears.

To enter a space, press **FLASH** ▶ twice without entering any character.

To enter a number, repeatedly press the corresponding number key until the number appears.

To enter special character, use **0**. Each time you press **0**, the following characters appear in this order:

∗ # – & ( ) (space) 0

If you make a mistake, use **REDIAL** ◀ or **FLASH** ▶ to move the cursor over the error, then enter the correct character, or press **DELETE/CH** to delete a character. To delete all characters, hold down **DELETE/CH** for at least 1 second.

6. Press **SELECT/INTCM**. 𝕾𝖙𝖔𝖗𝖊 𝕹𝖚𝖒𝖇𝖊𝖗 appears.

7. Enter the phone number and any tone or pause entries (see "Entering a Pause" on Page 19).

   If you make a mistake, use the same method to correct it as described in Step 5.

8. Press **SELECT/INTCM**. The phone beeps and 𝕸𝖊𝖒𝖔𝖗𝖞nn 𝕾𝖙𝖔𝖗𝖊𝖉 (nn stands for the memory location number you assigned) appears. After 2 seconds, 𝕸𝖊𝖒𝖔𝖗𝖞 𝕾𝖙𝖔𝖗𝖊 appears. Repeat Steps 3–8 to store more numbers.

9. When you finish, press **MEM**.

To replace a stored number, store a new one in its place (see "Editing or Deleting a Number in the Handset's Memory" on Page 19).

Storing a Number in the Base

Follow these steps to store numbers in the base:

1. Hold down **MEMORY** until **Store Number** appears on the base's display.

2. Enter the phone number and any tone or pause entries (see "Entering a Pause").

   If you make a mistake, press **MEMORY** to exit the memory store operation. Start again at Step 1.

3. Press **MEMORY** again. **Select Location** appears. Enter the memory location number (**0–9**) where you want to store the number. The phone beeps and **Memoryn Stored** appears.

To clear a stored number, simply store a new number in its place. Or, hold down **MEMORY** until **Store Number** appears. Then press **MEMORY** and the memory location number (**0–9**) you want to clear. The phone beeps and **Memorynn Deleted** appears.

Use the supplied memory directory sticker to record your stored numbers. Peel the backing from the sticker and attach it to the base.

Editing or Deleting a Number in the Handset's Memory

Follow these steps to edit or delete a memory number.

1. Lift the handset.

2. Hold down **MEM** until **Memory Store** and a list of memory location numbers appear.

3. Choose a memory location (**01**–**20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼.

4. Press **SELECT/INTCM**. A menu appears with the three options listed below. Press **VOL/CID** ▲ or ▼ to highlight the desired option then press **SELECT/INTCM** to choose it.

Menu Options:

- **Edit Memorynn** — edit the record as described in Steps 5 through 8 of "Storing a Name and Number in the Handset's Memory" on Page 17.

- **Delete Memorynn** — the display prompts you to confirm the deletion. Move the cursor to **Yes**, then press **SELECT/INTCM** or **DELETE/CH**. The phone beeps, and **Memorynn Deleted** appears.

- **Go Back** — returns you to the list of memory numbers.

Entering a Pause

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, you should also store a pause after the access code to allow the outside line time to connect.

To enter a 2-second pause, press **REDIAL/PAUSE** (**PAUSE** on the handset). **P** appears when you enter a pause in the memory. You can add more pause entries for a longer pause.

Reviewing Memory Numbers

Handset

To review your memory numbers stored in the handset, press **MEM**. The list of memory location numbers (**01–20**) and the name stored with each number (or **<Memorynn>** if you did not store a name) appears. To view a memory location, press its number (**01–20**) or repeatedly press **VOL/CID** ▲ or ▼ .

To see the stored phone numbers, press **FLASH** ▶ . An arrow to the right of the number means it is longer than 14 digits. Press **FLASH** ▶ again to see the rest of the number.

Repeatedly press ◀ **REDIAL** to return to the name display.

To exit the memory number list, press **MEM**.

To see a stored name and phone number at the same time, press **SELECT/INTCM** when the cursor is by a memory location number. To exit this display, hold down **DELETE/CH** until the display clears.

Base

To review your memory numbers stored in the base, press **MEMORY**. **Select Location** appears. Press a memory location number **0–9** to review the number you have stored.

Dialing a Memory Number

To dial a number stored in handset's memory, lift the handset and press **MEM**. The list of memory location numbers appears. Choose a memory location (**01–20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼ , then press **TALK**.

You can also dial a memory number after pressing **TALK**. Press **MEM** (the display does not change but the phone is in memory recall mode) then enter a memory location number.

To dial a number stored in the base's memory, press **MEMORY**. **Select Location** appears. Press a number key (**0–9**); the display shows the number contained in the selected memory location. Press **SPEAKER** to dial the number on the display.

Note: If you select an empty memory location, no number appears.

Chain-Dialing Service Numbers

For quick recall of numbers for special services (such as bank by phone), store each group of numbers in its own memory location. Dial the service's main number first. Then, at the appropriate place in the call, press **MEM** (or **MEMORY** on the base) and enter the number for the location where the additional information is stored.

Testing Stored Emergency Numbers

If you store an emergency service's number (police department, fire department, ambulance) and you choose to test the stored number, make the test call during the late evening or early morning hours to avoid peak demand periods. Also, remain on the line to explain the reason for your call.

☐ *Caller ID Operation*

If you subscribe to Caller ID service from your phone company, the phone company sends information about the call, as well as the time and date, between the first and second rings of every call you receive. This information appears after the second ring on both the handset's and the base's displays. The display also shows if caller information is unavailable or if the name and number were blocked by the caller (see "Caller ID Messages" on Page 23).

If you subscribe to Call Waiting with Caller ID, you will hear a tone through the handset when a call comes in, then the Caller ID record appears. If you want to answer the incoming call, press **FLASH**. To resume the previous phone conversation, press **FLASH** again.

The handset has Caller ID memory to store the information received for up to 50 Caller ID records for later review. It stores the information even when you answer the call using the speakerphone.

If the Caller ID memory becomes full, any new call replaces the oldest call's record.

The base's NEW CALL indicator also flashes when the phone receives a call with Caller ID information and you have not yet reviewed it. Use the handset's Caller ID memory to review the information about the calls received.

CALL WAITING OPTIONS SERVICE

You can order Call Waiting Options Service from your phone company. This service provides you with more choices on how to handle a second call when you are already on the phone. You can switch between the callers, have a 3-way conference call with both callers, send the second caller to your voice

mail, or answer the second caller with a pre-recorded message asking them to hold the line.

Before you can use the Call Waiting Options Services, you must:

- subscribe to the Options service from your telephone company.

- set the Caller ID/Call Waiting feature to Opt (see "Turning Caller ID/Call Waiting On/Off" on Page 13).

Using Call Waiting Options

Note: The phone beeps five times and exits the menu mode if you wait more than 20 seconds between each keypress.

You hear a soft beep when a call comes in while you are already on the phone. The display shows the caller name and phone number.

When you see a Caller ID/Call Waiting display, follow these steps to use Call Waiting Options Services.

1. Press **MENU**. A list of several options, beginning with **Ask to Hold** appears.

2. Repeatedly press **VOL/CID** ▼ to scroll through the options list. You can also press the number of the desired option.

3. Choose one of the following options, then press **SELECT/INTCM**.

   Ask to Hold — A waiting caller hears a prerecorded message stating that you will be available shortly, and is put on hold. **Call Holding** appears on your phone.

   Tell Busy — A prerecorded message indicates you are busy, and the waiting call

is disconnected. **Told Busy** appears on your phone.

Take Message — Send a waiting caller to your phone company's voice mail service. **To Voice Mail** appears on your phone.

Note: Voice Mail is a service available from some telephone companies. A call for a subscriber can be kept at the telephone company and retrieved later on by calling the special number and entering the caller's phone number and code number. Check with your telephone company to determine if this service is available.

Answer/Drop 1 — Disconnects the first call, and connects automatically to the new caller. **Answer/Drop 1st** appears.

Conference — Allows you to speak with your first and second callers to have a 3-way conference call. **Conferenced** appears.

Drop First and **Drop Last** are options you can only use with a conference call (see "Using Conference"). **Call Dropped** appears.

Using Ask to Hold

When you select **Ask to Hold**, you can then use several of the other options as well.

1. If you decide you cannot end your first call, and you do not want to continue to leave the second call on hold, press **MENU**.

   To notify the second caller that you are busy, scroll down to **Tell Busy** or press **2**.

   To send the second caller to voice mail (if you have voice mail), scroll down to **Take Message** or press **3**.

Press **SELECT/INTCM**.

2. If you decide to take the second call, and end the first, scroll down to **Answer/Drop 1** or press **4**.

   Press **SELECT/INTCM**.

3. If you decide to include the second caller in your conversation with the first caller, scroll down to **Conference** or press **5**.

   Press **SELECT/INTCM**.

Using Conference

You can either begin a conference call as soon as you receive a second call, or after the second caller has been on hold for a while (see "Using Ask to Hold").

Once you have established a conference call, you can end it at any time by dropping one of the calls.

Drop First — hang up on the first caller and continue with the second.

Drop Last — hang up on the second caller and continue with the first.

Follow these steps to drop one of the calls.

1. To end a conference call, press **MENU**.

2. Scroll down to **Drop First** (or press **6**) or **Drop Last** (or press **7**) to drop the desired call.

3. Press **SELECT/INTCM**. **Call Dropped** appears.

REVIEWING CALLER ID RECORDS

(Handset Only)

To review the Caller ID records in the handset's memory, lift the handset and press CID. The number of new Caller ID records, if any, and the total number of records appears.

Note: If the handset is faceup on the base, it shows the number of Caller ID records, so you can see if you have new records to review.

Repeatedly press **VOL/CID** ▼ to scroll through the Caller ID records from the newest to the oldest, or **VOL/CID** ▲ to scroll back through the records. To scroll quickly through the records, hold down **VOL/CID** ▲ or ▼.

When you scroll past the last record, total record number appears, then the first record. When you scroll past the first record, the total record number appears, then the last record.

The top line of each record shows the date, time and the number of calls from that number. The second line shows the caller's name, and the third line shows the caller's phone number.

Note: Calls cannot be reviewed or stored in the base.

Caller ID Messages

Display	Description
New: XX Total: XX	Shows the number of new Caller ID records (records you have not reviewed) and the total number of records.
Private Name or Private Number	The caller has blocked the Caller ID information from being sent.

Display	Description
Unknown Name or Unknown Number	The caller is not within a Caller ID service area.
Incomplete Data	Appears if there was an error during the transmission of Caller ID information. Minor electrical disturbances can affect Caller ID information. Occasional errors are normal. If the phone frequently displays Incomplete Data, contact your local telephone company or RadioShack store for assistance.

ADDING/DELETING THE AREA CODE

(Handset Only)

When the area code of the received call is the same as the one you stored (see "Storing Your Area Code" on Page 13), the caller ID record does not show the area code. If it is different, the record shows the area code. However, you can add or delete the area code on the display. When the record is on the display, press **3** to add or delete the area code. Pressing **3** again deletes or adds the area code.

When you dial the number or store it into memory, the phone dials or stores the number as it appears on the display.

DIALING NUMBERS FROM A CALLER ID RECORD

(Handset Only)

To dial a local number stored in a Caller ID record, recall the record, then press **TALK**. If it is a long distance call, press **1** (1 appears before the displayed number) before you press **TALK**. If you want to add or delete the area code, press **3** before you press **TALK**.

Note: If a Caller ID record does not contain a phone number (if it was blocked by the caller, for example) you cannot dial from that record.

STORING A CALLER ID RECORD TO MEMORY

(Handset Only)

Follow these steps to store the name and number from a Caller ID record into a memory location.

1. Press **CID** then **VOL/CID** ▲ or ▼ to recall the record you want to store.

   If it is a long distance number, press **1**.

   If you want to add or delete the area code, press **3**.

2. Press **MEM**. Select Location appears.

3. Choose a memory location (**01**–**20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼, then press **SELECT/INTCM**.

   If the selected location is empty, the phone beeps to confirm that it stored the number, then the Caller ID record appears.

   If a record exists in the selected location, Replace Memory? appears, prompting you to confirm the replacement. Move the cursor to Yes or No, then press **SELECT/INTCM**.

DELETING CALLER ID RECORDS

(Handset Only)

You can delete Caller ID records individually or all at once.

Follow these steps to delete a single Caller ID record.

1. Press **CID** then **VOL/CID** ▲ or ▼ to recall the record you want to delete.

2. Press **DELETE/CH**. Delete Message? appears, prompting you to confirm the deletion.

3. Press **VOL/CID** ▲ to move the cursor to Yes, then press **SELECT/INTCM** or **DELETE/CH**. The phone beeps once indicating that the record was deleted.

Follow these steps to delete all Caller ID records.

1. Press **CID** so the record totals appear.

2. Press **DELETE/CH**. Delete All? appears, prompting you to confirm the deletion.

3. Press **VOL/CID** ▲ to move the cursor to Yes, then press **SELECT/INTCM** or **DELETE/CH**. The phone beeps once and Total:00 appears.

❒ *Troubleshooting*

We do not expect you to have any problems with your phone, but if you do, these suggestions might help.

Problem	Suggestion
Low volume or unusual sounds.	Someone has picked up another phone on the same line. Hang up the other phone.
Severe noise interference.	Press **DELETE/CH** to change the channel.
	Keep the handset away from computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.
	Move the handset to another location or turn off the source of interference.
The phone cannot be operated at a useful distance from the base because the signal becomes weak or noisy (handset's range has decreased).	Lift the base's antenna to a vertical position.
	Be sure neither antenna is touching a metal surface.
	Return the handset to the cradle, and recharge the battery pack.
	Replace the battery pack if necessary.
The phone does not work or works poorly.	Be sure the base's phone line cord and AC adapter are correctly and securely connected, and the battery pack is charged.
The handset battery pack does not charge.	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.
	Be sure the battery pack is connected correctly.
	Replace the battery pack (see "Connecting, Charging, and Replacing the Battery Pack" on Page 11).
The handset does not ring or receive a page.	Be sure the handset ringer is not set to Ringer Off.
	Move the handset closer to the base.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)

Problem	Suggestion
The handset stops working or works poorly during a call.	Move the base away from other electrical devices and sources of noise.
	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
	If the base loses power while the handset is away, the security access-protection code might change. Restore power to the base, then place the handset back on the base. The CHARGE/IN USE indicator lights, indicating that the code is set again.
	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.
You have an incoming call, but do not receive any Caller ID information.	Let the phone ring twice before you answer so the system has time to record the Caller ID information.
	Check that the system is correctly and securely connected.
	Call your phone company to verify that your Caller ID service is active.
Cannot receive Caller ID/Call Waiting information.	Check that the Caller ID/Call Waiting setting is set to **On** or **Opt**.

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take your phone to your local RadioShack store for assistance.

CARE

Keep the phone dry. If it gets wet, wipe it dry immediately. Use and store the phone only in normal temperature environments. Handle the phone gently and carefully. Do not drop it. Keep the phone away from dust and dirt. Wipe the phone with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your phone is not performing as it should, take it to your local RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to dis-

connect your phone until you have resolved the problem.

❑ *Notes*